# - parede

$ - entrada

0 – caminho

\_ - final

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posicaoX = 0, posicaoY = 0

listaNegra = []

checkpoint = anterior

#Começa o labirinto e analisa onde é o inicio.

Start(){

while(i<

moveDown(){

if lab[i+1][j] == 0 and lab[i+1][j] != listaNegra and lab[i+1][j] != checkpoint:

chekpoint = [posicaoX, posicaoY]

posicaoX = i+1

posicaoY = j

else:

listaNegra = i+1, j

moveLeft()

}

moveLeft()

moveRight()

moveUp()